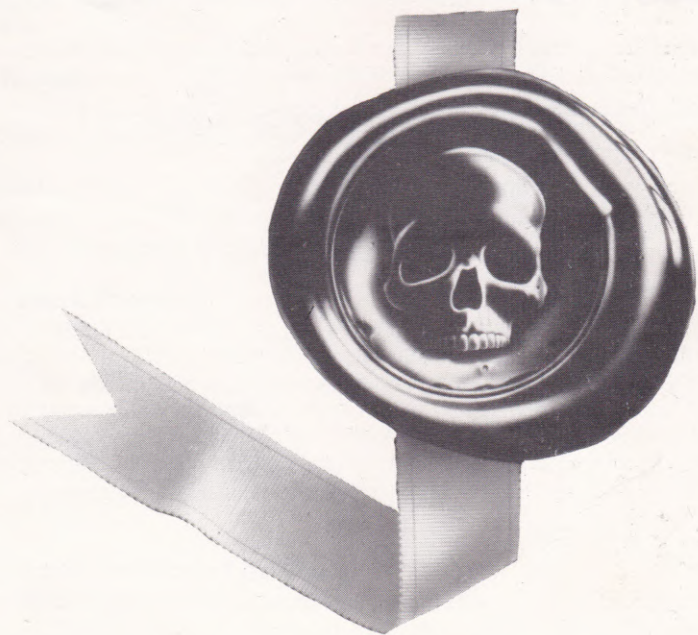


*User Guide to*

# THE FOURTH PROTOCOL



# THE GAME

© Frederick Forsyth 1984, 1985

Game design © John Lambshead and Gordon Paterson, 1985

Programming © Electronic Pencil Company Ltd, 1985

Music © David Dunn, 1985

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The Electronic Pencil Company comprises Rupert Bowater and Benni Notarianni.  
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# **Users' guide to THE FOURTH PROTOCOL: The Game**

## **The Plot**

In a remote dacha at Usovo outside Moscow, the General Secretary of the Central Committee of the Soviet Union and British traitor, Kim Philby, plot the most audacious offensive of the Cold War – *Plan Aurora*.

## **The Aim**

To destabilize a vital nation of the Western Alliance, forcing the disintegration of NATO and allowing a Soviet take-over of Western Europe.

## **The Method**

The Fourth Protocol is to be breached by smuggling a nuclear device into the United Kingdom and exploding it just before the 1987 General Election. A KGB disinformation programme will ensure that the nuclear disaster is blamed on an American military installation in the UK.

## **The Result**

The election of a hard left government committed to withdrawal from NATO and the establishment of a totalitarian state in the UK.

## **Your role**

You are John Preston, MI5 investigator. You must uncover and stop *Plan Aurora*. But remember, time is short and the day of destruction looms.

## **The Fourth Protocol**

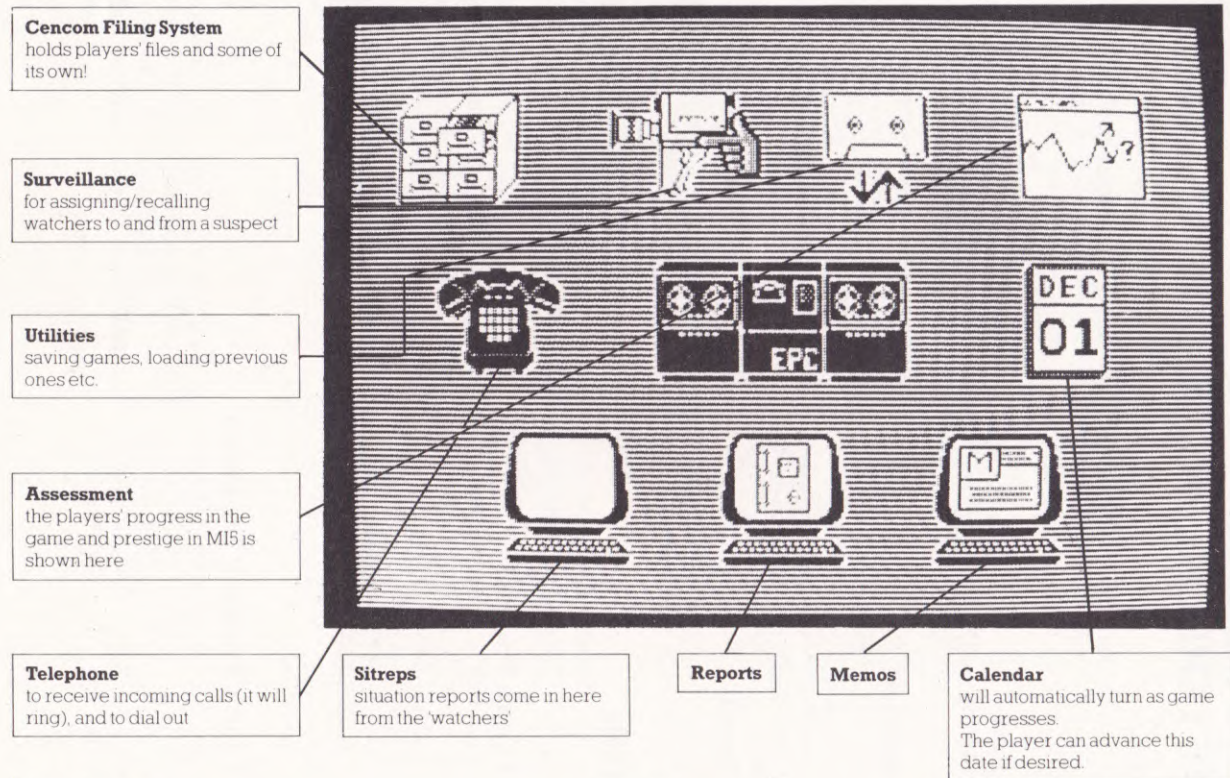
On 1 July 1968, the Nuclear Non-Proliferation Treaty was signed by the (then) three nuclear powers – Britain, the USA and the USSR. Publicly, the Treaty forbade any of the three nations to pass on nuclear weapon technology to a non-signatory nation. In addition, there were four secret protocols to the Treaty. The Fourth forbade any signatory country to introduce on to another's territory a nuclear device in assembled or unassembled form by covert means for detonation in, say, a rented house or flat in the heart of a city. In nearly twenty years no nation has dared to break the Fourth Protocol – until now.

## **The Fourth Protocol: The Game**

There are three independent programs in this game – *The NATO Documents*, *The Bomb* and *The SAS Assault*. Although each game load is separate, secret codes are given to the player when programs one and two are successfully solved. These code words allow entry to the next part of the overall game. So the programs must be solved in order.



# The NATO Documents (Game 1) – the main Cencom menu



## Commodore 64

The hand is moved by the space bar (clockwise) and the up/down cursor key (anti-clockwise).

## Spectrum

The hand is moved clockwise by any small key on the left hand side of the keyboard and anti-clockwise by any small key on the right.

# Game One: THE NATO DOCUMENTS

The first game load is called *The NATO Documents*. Even as you, John Preston, take up your post as the new head of Section CI(A), a burglary is taking place at a flat somewhere in England. The burglar steals the famous Glen Diamonds, but he also finds some secret NATO documents. He alerts the MOD Mandarins by sending them the documents anonymously. The Paragon Committee decides that John Preston's most important task is to find out who is leaking secrets, to whom they are being leaked and why. However, you will not be able to devote your time exclusively to this task, since many other events will be unfolding in the intelligence community which will demand your attention.

*The NATO Documents* is an adventure/strategy game which uses a unique icon driven control system (see illustration). This makes the game very user-friendly, and suitable for both beginners and old hands of sophisticated computer games. The heart of the game is the Cencom display (see illustration) which allows access to memos, reports, situation reports ('sitreps'), files, telephone calls, surveillance, assessment and utilities. It also shows the date. A channel is chosen by moving the 'hand' on the space bar and up/down cursor key (C64)/any left or right hand side key (Spectrum) over the relevant icon and pressing return/enter. In most cases, this will call up a sub-menu of options.

Memos/Reports/Sitreps are 'information-in' channels. When information showing on the screen is accessed, the player is given the opportunity by using a sub-menu to 'read' the latest information, 'delete' from the screen, or 'file' it to make a permanent copy in the Cencom filing system. (The information will stay on the screen until it is deleted. New items will stack underneath it.) The Cencom icon takes the player back to the main Cencom menu.

The telephone will ring when someone is trying to contact you. If you do not answer promptly by accessing the 'telephone-in' icon, your caller may ring off. The telephone menu also has a 'hold call' icon which freezes the present call allowing you to peruse some other part of Cencom without losing the message. 'Telephone-out' allows the player to make calls - but you have to know which number you want! Somewhere in Cencom you will find your telephone number file.

Accessing files will allow you to 'read' a file in Cencom's memory (a file held at Blenheim can be released to Cencom by ringing Blenheim, but only by giving the correct code off the one time pads). You can 'catalogue' only your own personal files or 'delete' any of them.

The 'surveillance' icon will allow you to allocate watchers to a specific target and also to withdraw agents from a case.

The 'utility' icon gives access to an icon-driven menu which allows you to save the game, load an old game, continue the present game, or pause the game.

The 'assessment' icon shows your prestige rating at MI5 and your progress in solving the game. Your prestige will change with your fortunes and it has a tangible effect on the resources MI5 is prepared to allocate you. *Preston's Progress* tells you how much of the game you have solved.

Watchers are very important, since this is your main method for acquiring information out in the field. Watchers are always targetted on a person, and a surname is always used. For example, if you wanted to get field information on yourself, you would target watchers on PRESTON.



# Game Two: THE BOMB

In *The Bomb* you are directly on the trail of the nuclear device that has been smuggled into the country. Finding this is now the most important development in your career. But be careful! *Plan Aurora* involves tricky side issues. *The Bomb* is again an icon-driven adventure, but this time Preston is mostly out of his office.

The main screen displays seven icons. These are, reading anti-clockwise from the top left:

## 1 Assessment

This is similar to Game One, except that now there is only one rating – how you have progressed in your search for the nuke.

## 2 Manipulate

- Sub-menu**
- (i) take an object
  - (ii) get rid of an object
  - (iii) use an object in your possession
  - (iv) return to main menu

## 3 Communicate

- Sub-menu**
- (i) talk to someone
  - (ii) use a telephone
  - (iii) return to main menu

## 4 Move

- Sub-menu**
- (i) compass directions (with further sub-menu)
  - (ii) miscellaneous (e.g. enter/leave, take a taxi, etc.)
  - (iii) return to main menu

## 5 Wait

This is similar to the calendar in Game One and enables the player to move the game along when he or she wants to remain passive (e.g. when waiting for a train). Time passes in the game mainly in response to the player's input.

## 6 Look

- Sub-menu**
- (i) look around
  - (ii) examine (either objects in a room or in your possession)
  - (iii) inventory (list objects you are carrying)
  - (iv) return to main screen

## 7 Utilities

This operates exactly as the icon in Game One.

Movement of the 'hand' is as before. There are in addition two small text windows on the screen giving details of the player's location. The main icon menu remains consistent irrespective of your options. Options available to you will be highlighted.

# **Game Three: THE SAS ASSAULT**

## **Commodore 64 version**

You have located the bomb and broken into the building where it is hidden. You must defuse the device, using information you have picked up in the previous two games, while the battle between your SAS troops and the KGB agents rages around you. There isn't time to wait until the shooting stops. If the KGB agents discover you with the bomb, they will naturally try to hinder your progress! You are armed and the joystick (or cursor keys) will move the cross-hair of your gun around the room. You can fire by pressing the fire button or the control (CTRL) key. You type in your instructions for defusing the bomb in the form VERB, VERB-NOUN or VERB-ADJECTIVE-NOUNS. For example you might type 'open cabinet' or 'destroy geiger counter'.

## **Spectrum version**

You have now located the building where the bomb is hidden. Time is short. You must arm the six SAS troops under your command and direct the assault, eliminating the KGB agents in the building. If you are successful in this you must defuse the bomb, making use of information uncovered in the previous two games. You will receive more instructions on loading the tape. Above, all, remember that time ticks away!

